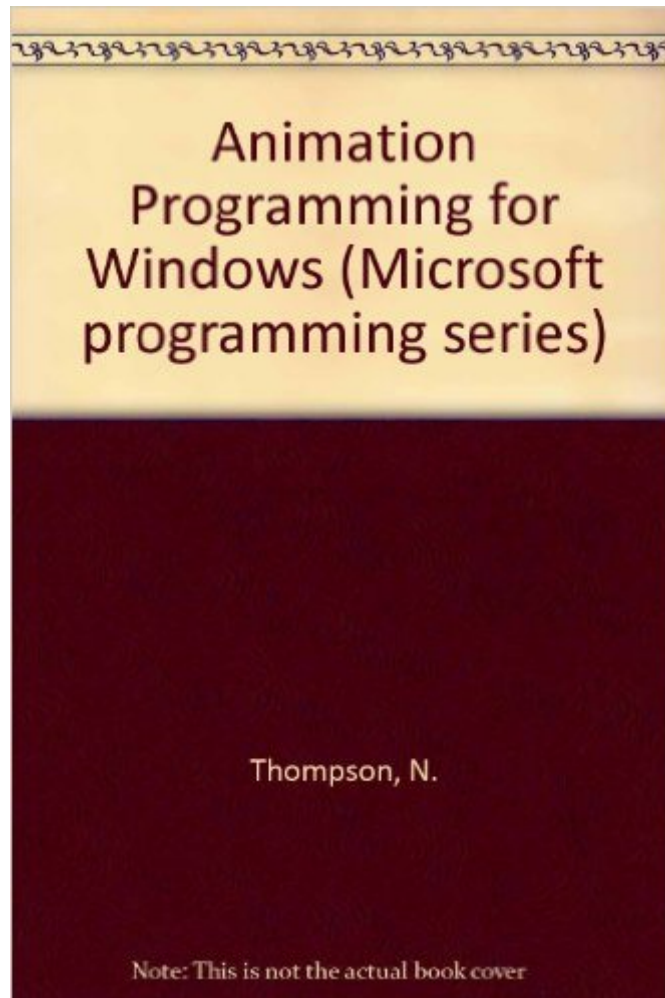


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# Animation Techniques In Win32



## Synopsis

In a groundbreaking book that is both informative and fun, Nigel Thompson, a leading developer in Microsoft's Developer Relations Group, shares his own programming secrets, shortcuts, solutions--or, in programmer terminology "cool hacks"--for creating stunning graphics, animation, and 3-D images for recreational multimedia, and mainstream business software. CD contains sample code and lots of stunning graphics.

## Book Information

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## Customer Reviews

I think that this book is best utilized by game developers. This book is useful in learning 2D cell animation principles, such as double buffering, dirty rectangles, and phased sprites. It is biased to 8-bit graphics with good coverage of the palette issues of Windows. It is easy to follow, and is a good read. You can code directly from the examples without too much problems. A good companion for coding DIBs is *Spells of Fury* by Norton. Also showing its age. However this text is steeped in MFC to the point that trying to avoid MFC is a major mental investment. The fact is MFC is rarely used by game developers. Current coders will want to concentrate on 8, 16 and 32 bit per pixel modes. Additionally, the major high-performance API described (CreateDIBSection which is used by the obsolete WinG library), has been displaced by the DirectDraw API. One can develop a 2D framework that selects one at run-time (my current project) but most new work will benefit from DirectDraw exclusively. There are some errors such as not deleting some GDI objects, but they are easy to spot with practice.

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